



The **TEACHHER** Initiative: Equipping Girls to be Global Technology Leaders

TEACHHER

“One of the things that I really strongly believe in is that we need to have more girls interested in math, science, and engineering. We’ve got half the population that is way underrepresented in those fields and that means that we’ve got a whole bunch of talent...not being encouraged the way they need to.”

-- President Barack Obama, February 2013



By 2020 there will be more than 1.4 million computing-related job openings in the United States alone. (U.S. Dept of Labor) We can only fill about 30% of those jobs with U.S. computing bachelor’s grads at current rates.

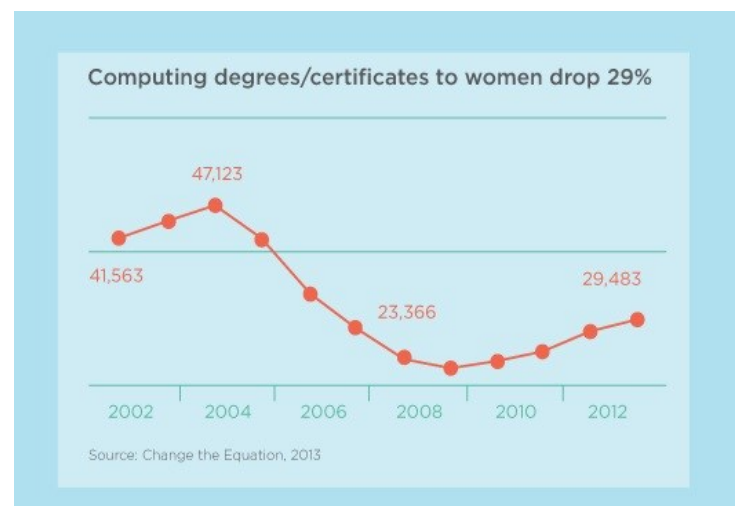
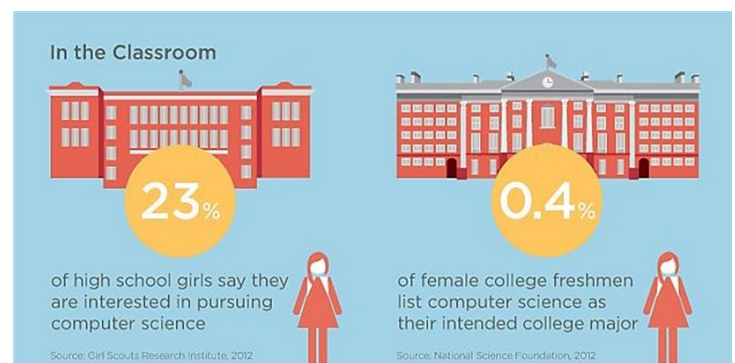
Women make up only about 30% of the world’s researchers (United Nations) and have historically been even more under-represented in engineering fields, typically making up only 10-20% of the engineering workforce globally.

Our Goal

- ◆ Provide teachers state-of-the art, gender-sensitive STEAM training within the core curriculum of participating UNESCO Member States that will inspire and impart STEAM skills to students in a gender-equal, engaging and empowering way.
- ◆ Impart best practices in effective development of girl-oriented STEAM courses and supplemental enrichment programs that will provide girls with additional opportunities to develop STEAM skills through app development contests, access to mentors, and inspiring stories of women leaders.

Our Approach

- ◆ Pilot two regional STEAM Master Teacher training sessions of 100 educators each in East Africa and Central America, reproducing internationally the White House’s domestic initiative to train a STEM Master Teacher Corps.
- ◆ Leverage UNESCO’s core competencies in teacher training to develop a Master Corps of STEAM teachers and administrators who will empower girls to be leaders in STEAM fields and train other teachers to do the same.





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“No country today can afford to leave aside 50% of its creative genius, 50% of its innovation, 50% of its economic drivers. This is why gender equality in engineering is so important.”

-- Irina Bokova, Director-General of UNESCO

Why UNESCO?

- ◆ With 195 Member States and 60 field offices, the United Nations Educational, Scientific, and Cultural Organization (UNESCO) is the only United Nations agency with a mandate to cover all aspects of education and has a specific focus on increasing educational opportunities and participation in STEAM-related fields for women and girls.
- ◆ UNESCO’s initiatives have demonstrable results and encompass educational development from pre-school through higher education, including technical and vocational education and training, non-formal education and literacy.
- ◆ UNESCO offers its partners a unique international platform that allows them to reach governments, schools, NGOs, and youth. Across the globe, UNESCO helps design and promote solutions to some of the world’s greatest challenges. Partnering with UNESCO produces a wide range of benefits, from achieving quantifiable results to increasing brand recognition, goodwill, and revenue in desirable markets.

How can you help?

- ◆ **Make a financial contribution to support gender-sensitive STEAM teacher training**

Example: The U.S. Department of State partnered with Microsoft, Intel, AOL, and others to sponsor the WiSci Girls STEAM Camp that brought together 120 African and U.S. high school girls for a 3-week camp in Rwanda in August 2015.

- ◆ **Dedicate a percentage of a product, CD, film, concert or other event**

Example: The UNESCO/Procter & Gamble partnership has educated over 3,000 girls and women in Senegal and Nigeria through sales of specially-marketed Always™-brand products.

- ◆ **Contribute your organization’s expertise by helping develop STEAM curriculums and offering mentors and motivational speakers for girls in STEAM-related**

Example: Since 2004, UNESCO and Intel have cooperated to expand the participation of girls and women in tech fields and improve the quality of ICT teacher training.

